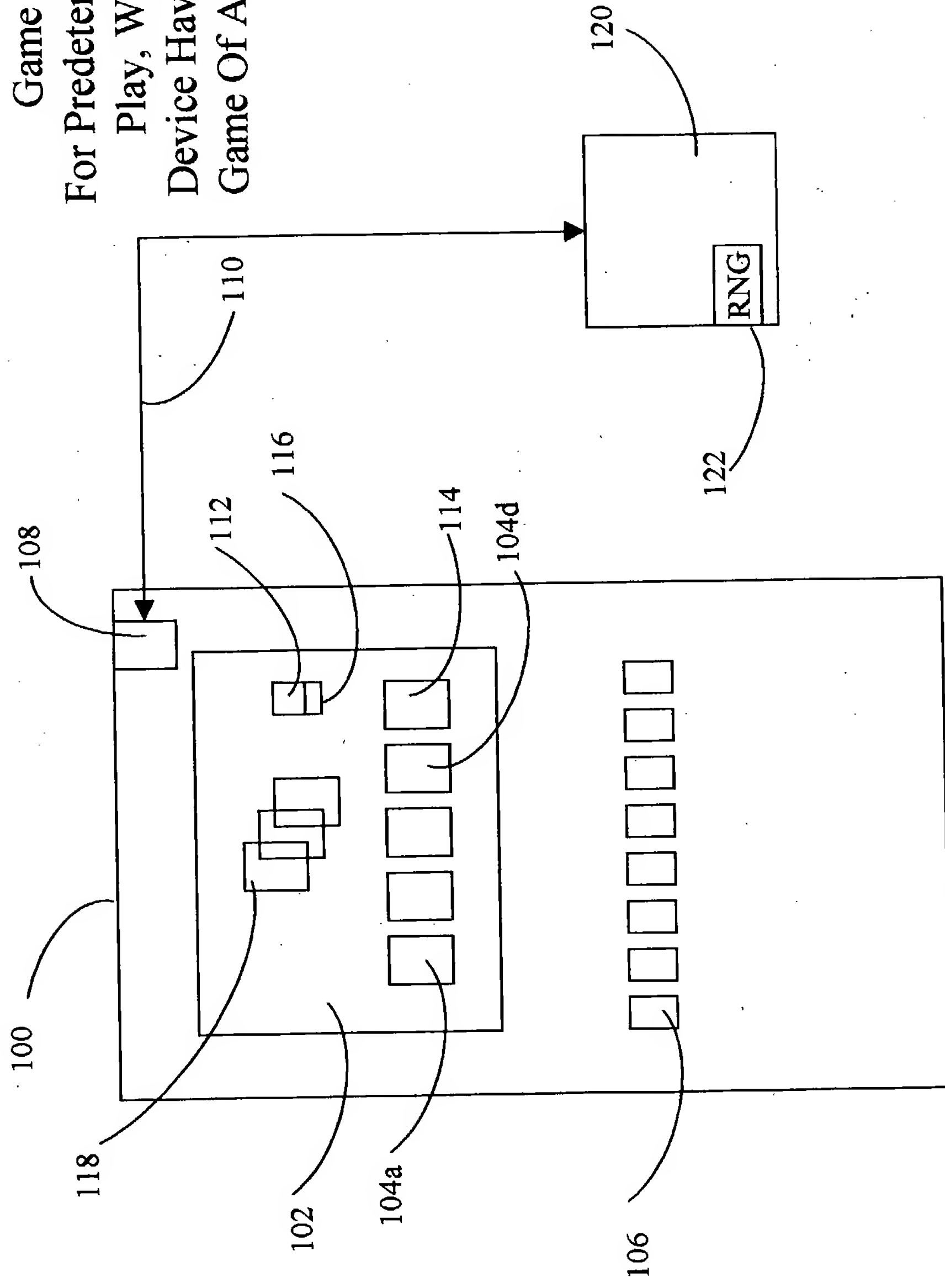# FIGURE 1

Game System
For Predetermined Game
Play, With Game
Device Having Example
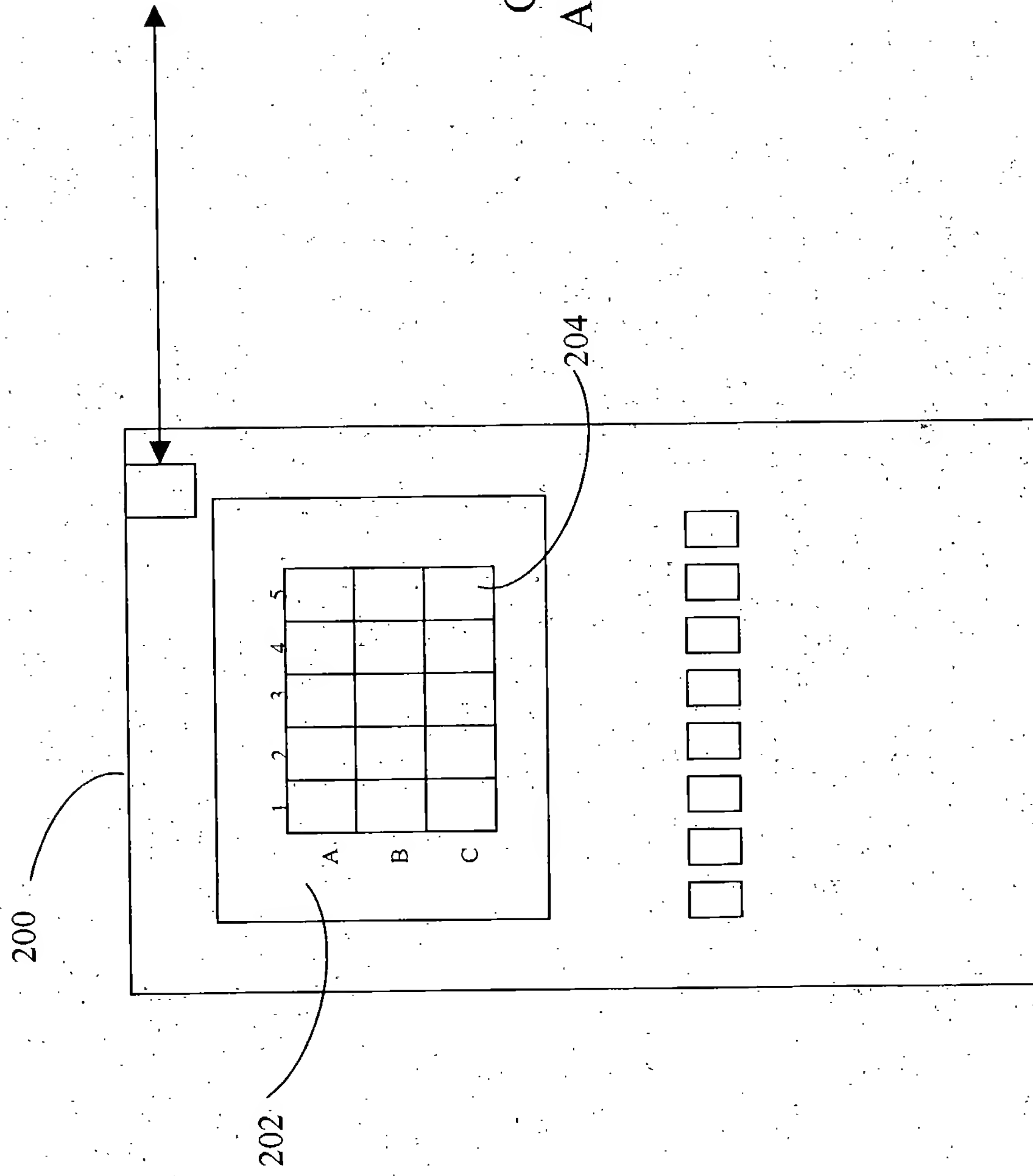### Game Of Apparent Skill

FIGURE 2

Game Device Having
Grid-Style Game Play For
Apparent Partial Skill Game

FIGURE 3

Method For Using A Post-Play Event To Create Simulated Game Play Having Predetermined Outcomes While Maintaining Player Choice During Game Play

300 — Play Begins At Gaming Device Which Can Simulate Externally Determined Outcome As Game Of Skill Or Partial-skill.

302 — Player Begins Play Event

304 — Win Result Received From Server Or Other Machine External To Gaming Device

306 — Use "Random" Bonus Point Award?

312 — Deduct An Amount From Predetermined Win Amount To Be Awarded As "Random" Bonus

308 — Make Reverse Mapping Into Target Game Play; Create Initial Display

310 — Player Plays Game According To Rules Of The Game

314 — Player Picks Allow Required Win Amount?

316 — Maximize Amount Winnable Using Remaining Play;
Make Bonus Equal To Any "Random" Bonus And Difference Between Current Award Amount And Remainder To Be Won

318 — Have Post-Play Match Predetermined Win Amount Minus "Random" Bonus Award Amount, If Any;
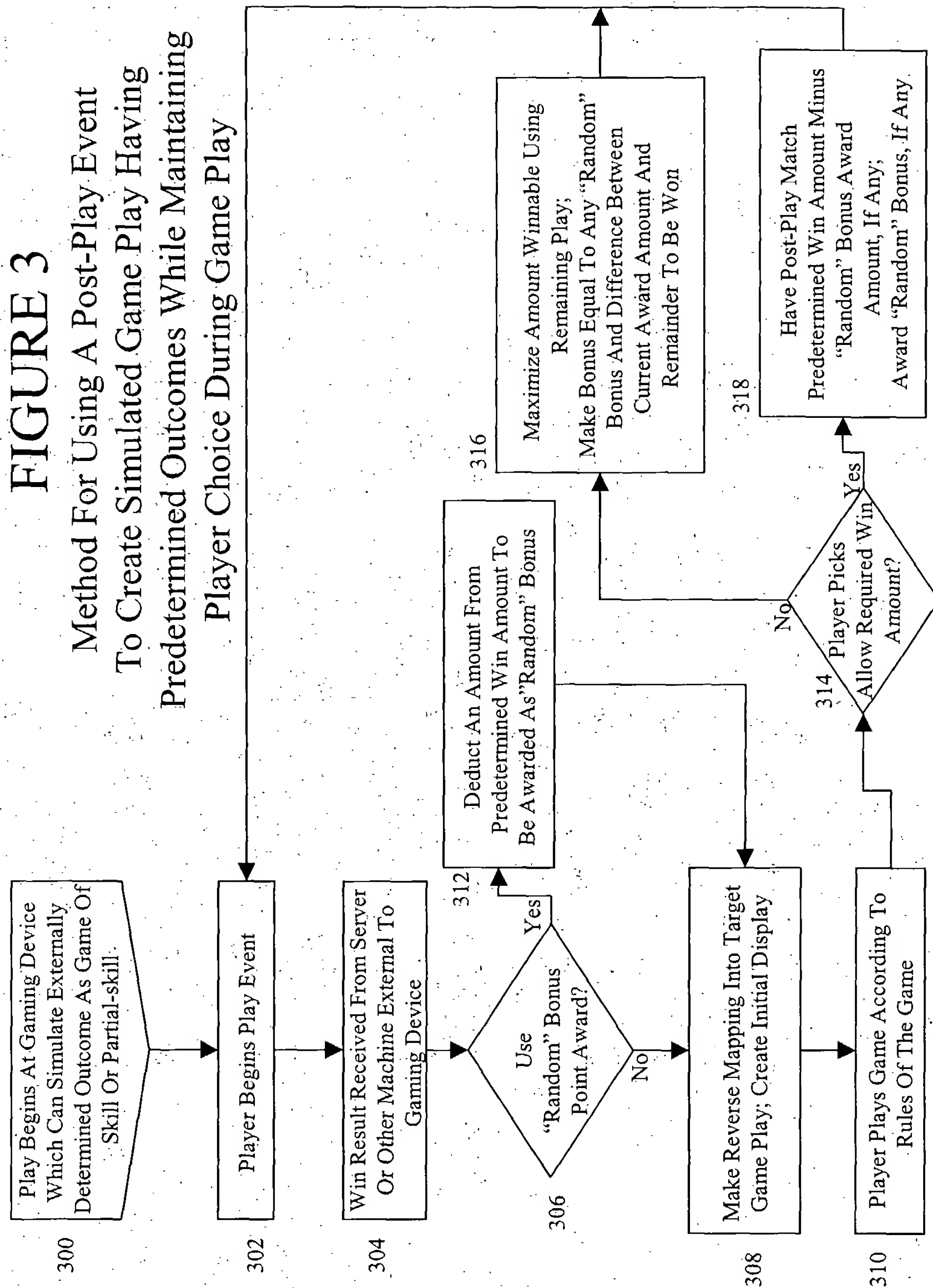Award "Random" Bonus, If Any.

FIGURE 4

Game Characteristics For Use With Post-Play Event
To Create Simulated Game Play Actually Having
Predetermined Outcomes While Maintaining
Free Player Choice During Game Play

```
┌──────────────────┐     ┌──────────────────┐     ┌──────────────────┐     ┌──────────────────┐
│ Start Selection   │    │ Game Has Defined  │    │ Game Has Start    │    │ Use Game End      │
│ Or Design         │    │ Sets Of End       │    │ State(s) Which     │    │ State To Create   │
│ Of Game Of Skill  │──→ │ States Which Can Be│──→│ Can Lead To Desired│──→│ Final Game Event  │
│ Or Partial Skill  │    │ Mapped Into Payouts│    │ End State(s) And   │    │ With Multiple     │
│                  │    │                  │    │ Associated Payout  │    │ Possible Values   │
└──────────────────┘     └──────────────────┘     │ By Following A     │    └──────────────────┘
                                                    │ Discrete Set Of    │
   400                       402                    │ Game Events        │       406
                                                    │ Determined By      │
                                                    │ Player And         │
                                                    │ Involving Skill    │
                                                    └──────────────────┘
                                                          404
```